CAPCOM

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SNS-LO-USA

INSTRUCTION MANUAL

CAPCOM

SUPER NINTENDO ENTERTAINMENT SYSTEM

A SPECIAL MESSAGE FROM CAPCOM

Thank you for selecting Knights of the Round, the latest addition to CAPCOM's library action titles for the Super Nintendo Entertainment System. Following such hits as FINAL FIGHT 2, KNIGHTS OF THE ROUND continues the CAPCOM's tradition of action-packed arcade titles.

KNIGHTS OF THE ROUND features colorful state-of-the-art high resolution graphics and stereo sound. We at CAPCOM are proud to bring you this exciting new addition to your video game library.

Joseph Morici

Joseph Morici
Senior Vice President

WARNING: PLEASE READ THE ENCLOSED CONSUMER INFORMATION AND PRECAUTIONS BOOKLET CAREFULLY BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM OR GAME PAK.

LICENSED BY Nintendo

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SAFETY PRECAUTIONS

Follow these suggestions to keep your KNIGHTS OF THE ROUND Game Pak in perfect operating condition.

1. DO NOT subject your Game Pak to extreme temperatures, either hot or cold. Always store it at room temperature.

2. DO NOT touch the terminal connectors on your Game Pak. Keep it clean and dust-free by always storing it in its protective plastic sleeve.

3. DO NOT try to disassemble your Game Pak.

4. DO NOT let your Game Pak come in contact with thinners, solvents, benzene, alcohol, or any other strong cleaning agents that can damage it.

GETTING STARTED

1. Insert your KNIGHTS OF THE ROUND Game Pak into your Super Nintendo Entertainment System and turn the power ON.

2. When the title screen appears, you will see the following choices:

1P GAME	A one player game
2P GAME	A two player game
OPTION	Allows you to changes button and difficulty settings.

Use the control pad to highlight the a 1P GAME or 2P GAME and press the START button.

(For an full explanation of the OPTION MODE, please read the "Using the Options Screen" section of this manual.)

3. When the next screen appears, push left of right on your control pad to select you character. Once you have chosen your character, press the B button to start the game. Listen closely to Merlin, for the fate of the Grail and all of Britain lies in your hands.

4. To end your adventure at any time, simply turn your Super Nintendo Entertainment System OFF and remove your Game Pak.

NOTE: During the game, a small black bar will appear above and below the game screen. This is normal.

THE GRAIL QUEST

Legend says the man who pulls the sword "Excalibur" from the stone, is destined to be king. And so it was that Arthur, a young knight, pulled the sword from the stone and claimed his birthright. But none of the other lords and knights would follow the "boy king" and the land quickly began to wither and die.

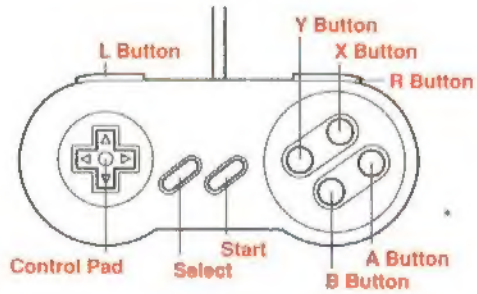
At last Arthur turned to Merlin for guidance and advice. Merlin explained that only the Legendary Grail holds the power needed to unite Britain under Arthur's rule. Lost for ages, the grail would heal the rift between the land and the one true king and will bring prosperity to the land and to its people.

So, with the aid of his trusted friends Lancelot and Percival, Arthur set forth on his quest to dispel the evil from the land and to reclaim the lost grail.

CONTROLLING YOUR CHARACTER

To move your character left, right or up or down	Press the control pad LEFT, RIGHT, UP or DOWN.
To use your weapon	Press the Y button.
To make your character jump	Press the B button.
To use mega crush sword attack	Press the A button. (Decreases your health.)
To block (defense)	Press the X button.
To run forward (Percival Only)	Quickly press forward twice.
To turn the horse when riding	Press the B button.
To jump forward when riding the horse	Quickly press forward twice.
To pause the game	Press the START button.

NOTE: The buttons used for certain actions can be changed by using the OPTION MODE screen.



ONE LAND, ONE KING!

As Arthur begins his quest to find the legendary grail, his power and experience levels are quite low. But as he hacks his ways through the challenges that lie before him, he will collect experience points. Once he collects enough experience points, he will move to the next level and his level and power and armor will increase. Only by raising his experience level to the highest levels will Arthur and his knights be truly worthy of the grail and the awesome power that it holds.

KNIGHTS OF THE ROUND

ARTHUR

POWER ★★★★
DEFENSE ★★★★
SPEED ★★★★

Training to be a great and noble knight, Arthur learned his true destiny when he removed the sword "Excalibur" from the stone.

LANCELOT

POWER ★★★
DEFENSE ★★★★
SPEED ★★★★★

A talented swordsmen, Lancelot has traveled the world seeking a strong and noble king whom he could serve.

PERCIVAL

POWER ★★★★★
DEFENSE ★★★★
SPEED ★★★

Pure of spirit, Percival's strength and stamina have always prevented his defeat in battle.

THE POWER OF MERLIN

The mighty sorcerer Merlin has left magic items along Arthur's path. Touch them to activate their magic. Always be sure to use them wisely for once they have been used, their magic is gone forever.

HORSE STATUE

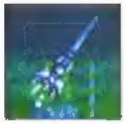
Calls Arthur's horse to his side.

CRYSTAL ORB

Defeats all enemies on screen.

Red orbs will also transfer the points won to your experience points.

Green orbs will also transfer the points to your health points.



MERLIN'S STAFF

The player moves up 1 experience level.

A red staff increases the player one experience level.

A green staff increases all players one experience level.

KNIGHT STATUE

Grants a player one additional life.

TREASURES OF THE REALM

Mountains of gold and treasures beyond belief lie on the road to the Grail. Smash open barrels and pick up the gold or smash the chests open to evenly divide up the booty between the knights.

	CHEST OF JEWELS	A player adds 800 experience points to his total.
	CHEST OF GOLD	A player adds 600 experience points to his total.
	CHEST OF SILVER	A player adds 400 experience points to his total.
	SILVER TEA SET	A player adds 500 experience points to his total.
	ROAST TURKEY	Adds your 56pts to your health meter.
	FRUIT PLATTER	Adds your 32pts. to your health meter.
	SALAD PLATTER	Adds your 32pts. to your health meter.
	MILK	Adds your 16pts. to your health meter.

SURVIVAL TACTICS

1. Don't use the mega crush attack too much. Each time you do, you'll loose part of your health bar.

2. If you successful block an sword attack, you will be invincible for a second. Use this tactic against the bosses!

3. Merlin has left magical items in barrels. Knock them open with your sword and then pick them up to activate them.

USING THE OPTIONS MODE

When the title screen appears, push the control pad up or down to move the marker next to OPTION MODE and press the START button. When the next screen appears, push the control pad up or down to highlight the option you wish to change.

GAME LEVEL This option determines how hard the game is. There are 3 different settings, EASY, NORMAL and HARD.

Press the control pad left or right until you find the difficulty settings you wish to use.

KEY CONFIG This option allows you to change the buttons used in the game

Press the control pad up or down until you highlight the action you wish to change. Once the action is highlighted, press the button you wish to use for that action and it will automatically change.

MUSIC This setting allows you to hear the various music used in the game.

Press the control pad left or right to change the music number and then press the **A** button to hear the music.

SOUND This setting allows you to hear the various sound effects used in the game.

Press the control pad left or right to change the music number and then press the **A** button to hear the sound.

USING THE OPTIONS MODE Cont.

EXIT This option allows you to return to the main screen.

After you have made your changes, press **START** to return to the main screen.

WARRANTY INFORMATION

CAPCOM U.S.A., Inc. ("Capcom") warrants to the original consumer that this Capcom Game Pak ("PAK") shall be free from defects in material and workmanship for a period of 90 days from date of purchase. If a defect covered by this warranty occurs during this 90-day warranty period, Capcom will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:
1. DO NOT return your defective Game Pak to the retailer.
2. Notify the Capcom Consumer Service Department of the problem requiringwarranty service by calling (408)727-0400. Our Consumer Service Department is in operation from 8:00 A.M. to 5:00 P.M. Pacific Time, Monday through Friday.
3. If the Capcom service technician is unable to solve the problem by phone, he will provide you with a return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK freight prepaid, at your risk of damage, together with your sales slip or similar proof-of-purchase within the 90-day warranty period to:

CAPCOM U.S.A., Inc.
Consumer Service Department
475 Oakmead Parkway
Sunnyvale, CA 94086

This warranty shall not apply if the Pak has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to the defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY:
If the PAK develops a problem after the 90-day warranty period, you may contact the Capcom Consumer Service Department at the phone number noted previously. If the Capcom service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. You may then record this number on the outside packaging of the Defective PAK and return the defective PAK freight prepaid to Capcom, enclosing a check or money order for $15.00 payable to CAPCOM U.S.A., Inc. Capcom will at its option, subject to the conditions above, repair the PAK or replace it with a new or repaired PAK. If replacement PAKS are not available, the defective PAK will be returned and the $15.00 payment refunded.

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